

GHOST HUNTERTM



**THE ULTIMATE GAME
OF HIDE AND SEEK.**

16K ATARI 400/800[™]
COMPUTER GAME

**CONCEIVED AND DESIGNED
BY LARRY RICHARDSON**

BEWARE OF GHOSTS!

The mansion on Huckleberry Hill is haunted. As a world famous ghost hunter, you've been called here to rid the mansion of the evil which stalks it. One word of warning before you go... the ghosts *will* get you if you don't get them first! Good luck.

HOW TO LOAD GHOST HUNTER™

CASSETTE

1. Make sure that the computer is OFF, all cartridge slots are EMPTY, and the 410™ Program Recorder is properly connected.
2. Place the game tape into the 410™ Recorder, close the door and rewind to the beginning.
3. Turn the computer's Power Switch ON, while holding down the START key on the computer console. You will hear a "beep."
4. Press PLAY on the 410™ Recorder, then press the RETURN key on the computer console. GHOST HUNTER™ will load in about 3 minutes.

DISKETTE

1. Make sure that the computer is OFF, all cartridge slots are EMPTY, and the 810™ Disk Drive is properly connected.
2. Turn the Disk Drive's power switch ON. When the busy light goes out, insert the game diskette into the disk drive and close the door.
3. Turn the computer's power switch ON. GHOST HUNTER™ will automatically load.

HOW TO PLAY GHOST HUNTER™

Ghost Hunter gives you 51 game variations, including player handicapping!

OPTION

Use the OPTION key to choose the play mode (Solo, 2-Player, and Head-to-Head), and handicapping. See GAME MATRIX for specific details. Now enter player(s) initials as prompted, for scoring purposes.

SELECT

Use the SELECT key to select the game "floor plan" (field). "Floor plans" 1-16 stay the same throughout the game; "floor plan" R changes randomly each time the field is cleared of dots and pulsating energizers.



1. Press the START key on the computer console to begin play.
 2. Score points by eating dots, energizers and ghosts. You must eat an energizer before you can eat ghosts.
 3. Ghosts pulsate (like energizers) when they can be eaten. Just before they return to their normal state, they alternate between pulsating and their normal color.
- You can PAUSE at any time by pressing the SPACE BAR. Press it again to continue the game.

You can start the game over at any time during play by pressing the START key.

You can return to game mode select by pressing the OPTION key.

You can return to "floor plan" select by pressing the SELECT key.

Do not press SYSTEM RESET as this will clear the program from memory.

After you've picked a new play mode and/or "floor plan," press the START key to begin play.

USING THE CONTROLLERS

1. Plug a joystick firmly into Jack 1 in front of the computer console if you are playing solo. Plug joysticks into Jacks 1 and 2 if two are playing.
2. Player 1 uses the left joystick (jack 1). Player 2 uses the right joystick (jack 2).
3. Hold the joystick with the red button in the upper left corner, towards the TV set. Move your hunter using the joystick, as shown in the diagram.



GAME MATRIX

Option	Solo	2-Player	Head-to-Head	Handicapped
1	—	—	—	Player #1
2	—	—	—	Player #2
3	—	—	—	Player #1
4	—	—	—	Player #2
5	—	—	—	Player #1
6	—	—	—	Player #2
7	—	—	—	Player #2

*handicapped hunters move slower than normal.

SPECIAL GAME FEATURES

BUILD-A-HUNTER

Periodically, a small piece of hunter will appear near the "cellar" (the area from which the ghosts enter the floor). If you eat 6 of these pieces, you will be rewarded with a new hunter. You begin the game with a troop of 3 hunters.

INSTANT-HIDE

If you press and hold down the red button on your joystick controller, your hunter will instantly disappear for up to 5 seconds. If you release the button sooner, your hunter will reappear. You can only hide ONCE per hunter, so make it good. (See LAST WORDS section for strategy tips).

HEAD-TO-HEAD COMPETITION

This is the feature that sets Ghost Hunter™ apart and adds a new dimension to Atari computer games. Two players can now play simultaneously rather than just take turns! Game play is basically the same, however, with the added feature of having to compete with an opponent for points, the game takes on a whole new flavor. (See LAST WORDS section for strategy tips).

RANDOM FLOOR PLAN

Choosing floor plan R lets the computer randomly choose a new floor plan each time a field is cleared. This game variation is designed for advanced players who desire a lot of variety. Please note that in this game variation, the ghosts begin play faster than normal and are more persistent in their chase, so watch out!

PLAYER HANDICAPPING

This feature allows more experienced players to handicap their hunters by slowing them down. This makes the game more exciting by allowing a less experienced player to compete more equally.

SCORING

• = 10 Points

•• = 50 Points

••• = 200, 400, 800, 1600 Points

Each time a field is cleared, the game automatically goes up in level, making the ghosts faster and more persistent in their chase. In two-player head-to-head games, the red hunter's score (player 1) is in white; the white hunter's score (player 2) is in red.

LAST WORDS

Ghost Hunter™ is a game of skill and wit. The ghosts are very clever and unrelenting in their chase. To be successful, you should try to get as many points as you can before you go after the ghosts. Eat energizers only when there's a good chance that you can eat several ghosts, or as a last ditch effort to save your hunter. Anything can happen if you come in contact with ghosts flying back to the cellar, so watch out!

In head-to-head play, use the fact that opposing hunters cannot pass through each other to your advantage. Try to trap your opponent in a corner when you can, but watch out because the ghosts can get scent of you too. The instant-hide feature can also be used here as a strategic maneuver. If you and your opponent are in the same area with ghosts on your tail, hide just as they get to you. Hopefully, they'll lose your scent but pick up your opponent's! Remember, though, that he can hide once per hunter too.

Have fun with Ghost Hunter™—we'd love to hear from you.

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